

FIG. 1A

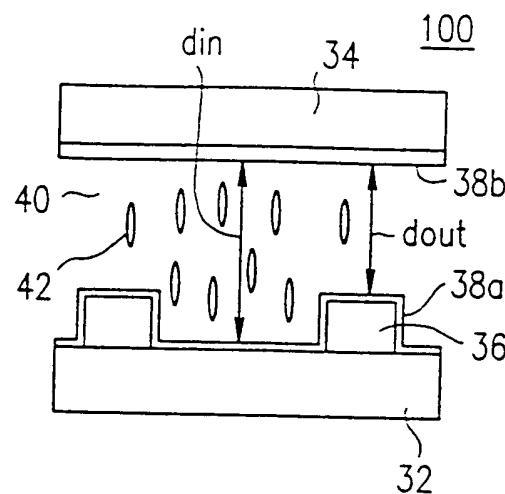


FIG. 1C

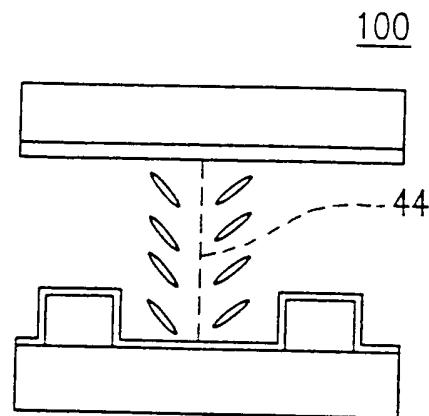


FIG. 1B

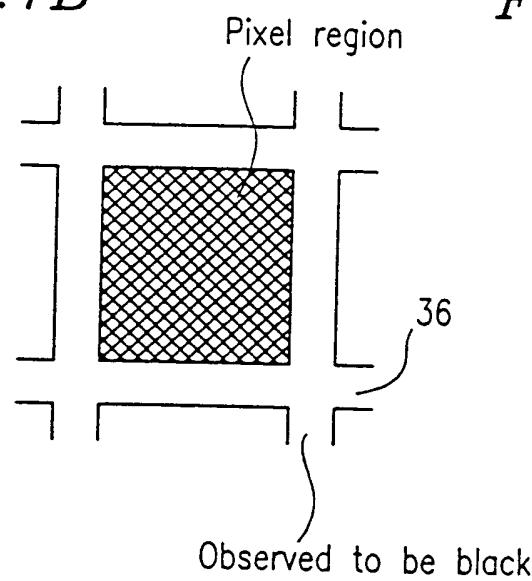


FIG. 1D

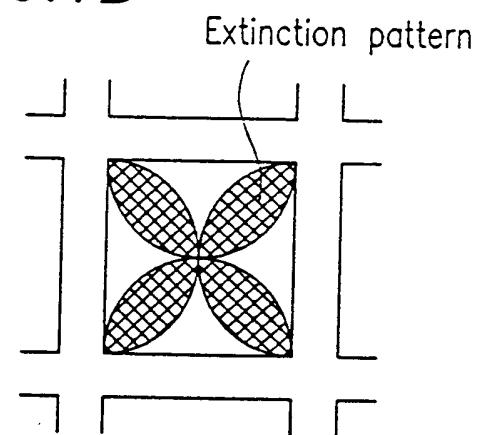
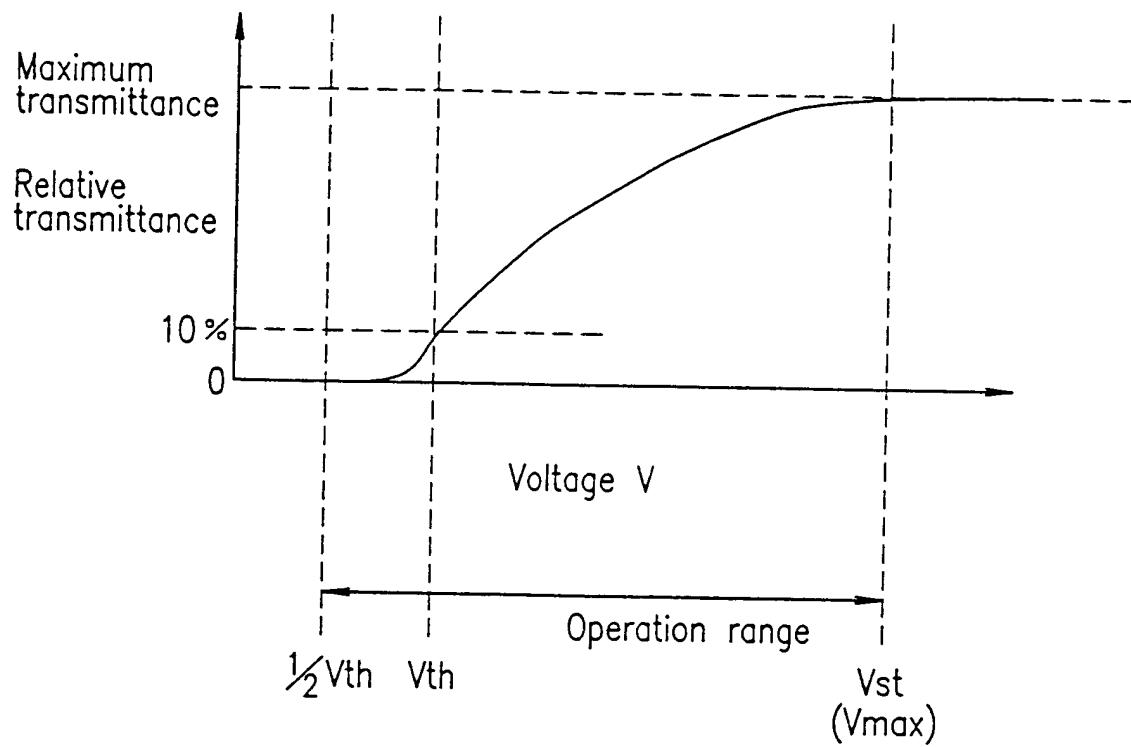
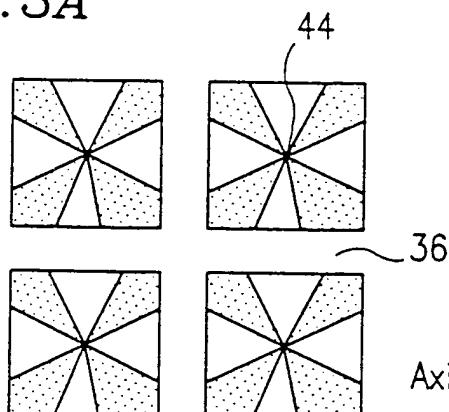


FIG. 2



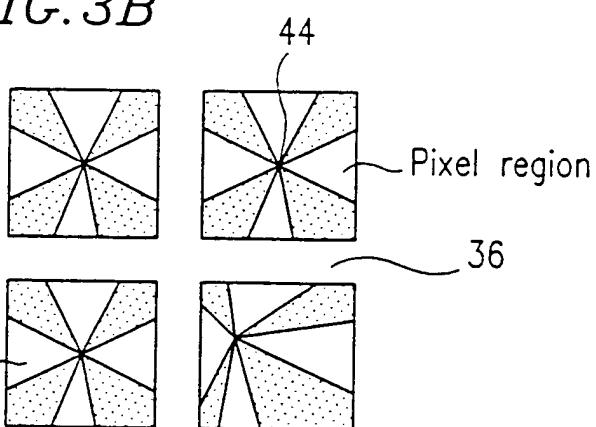
(Observed from the front surface)

FIG. 3A



Axes are not shifted

FIG. 3B



Axes are shifted

(Observed with a cell tilted)

FIG. 3C

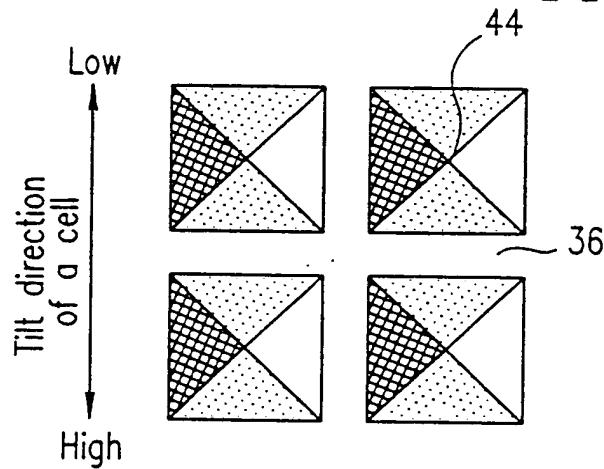
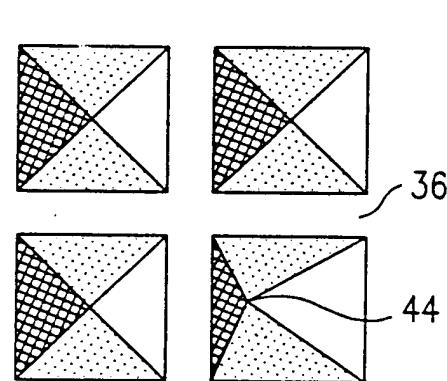


FIG. 3D



(Areas of light and dark portions become nonuniform;
as a result, roughness is observed)

FIG. 4A

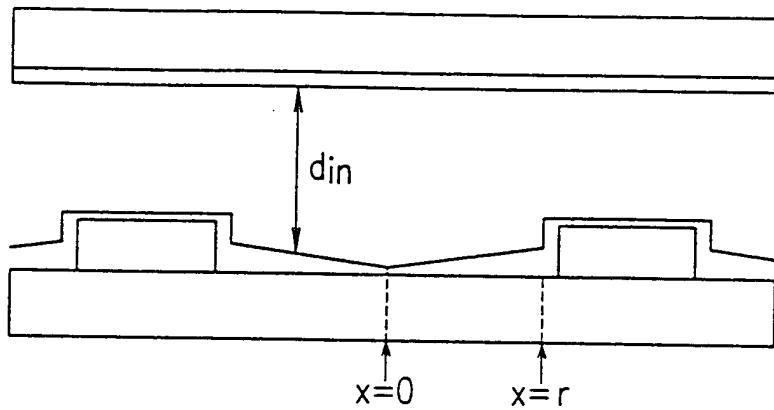


FIG. 4B

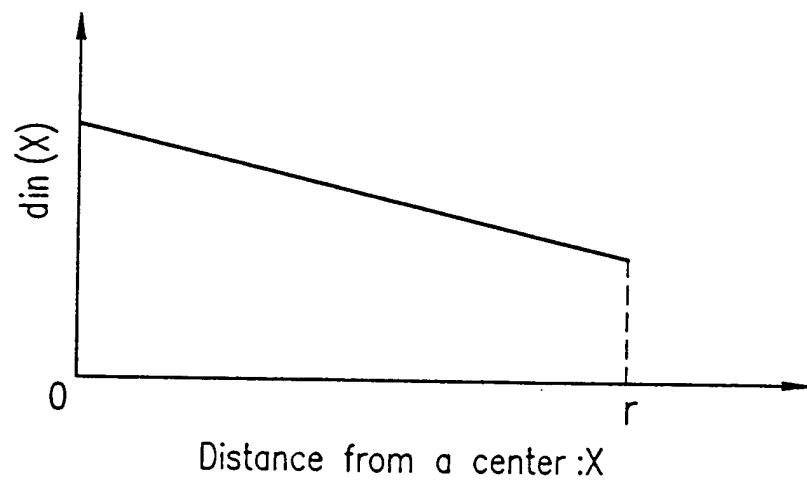


FIG. 5A

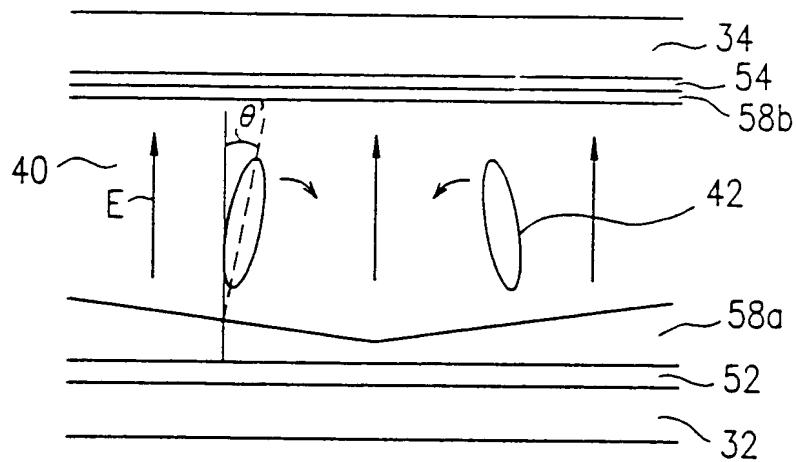


FIG. 5B

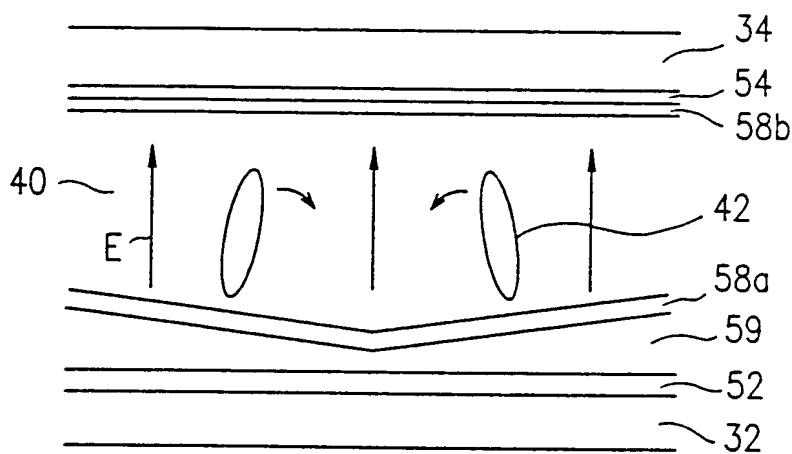


FIG. 5C

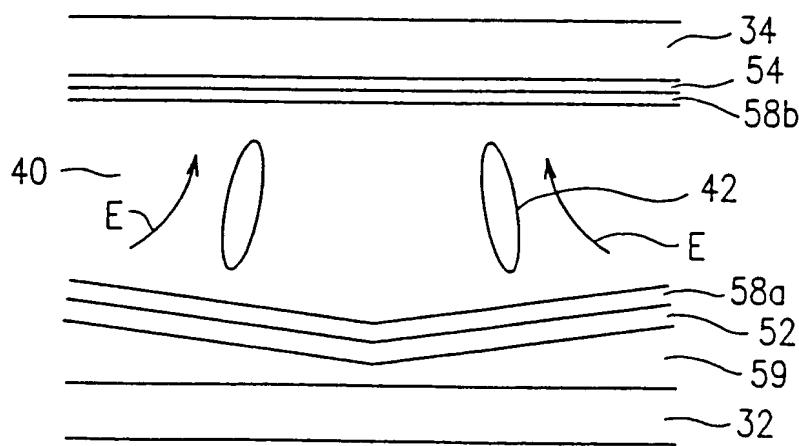


FIG. 6

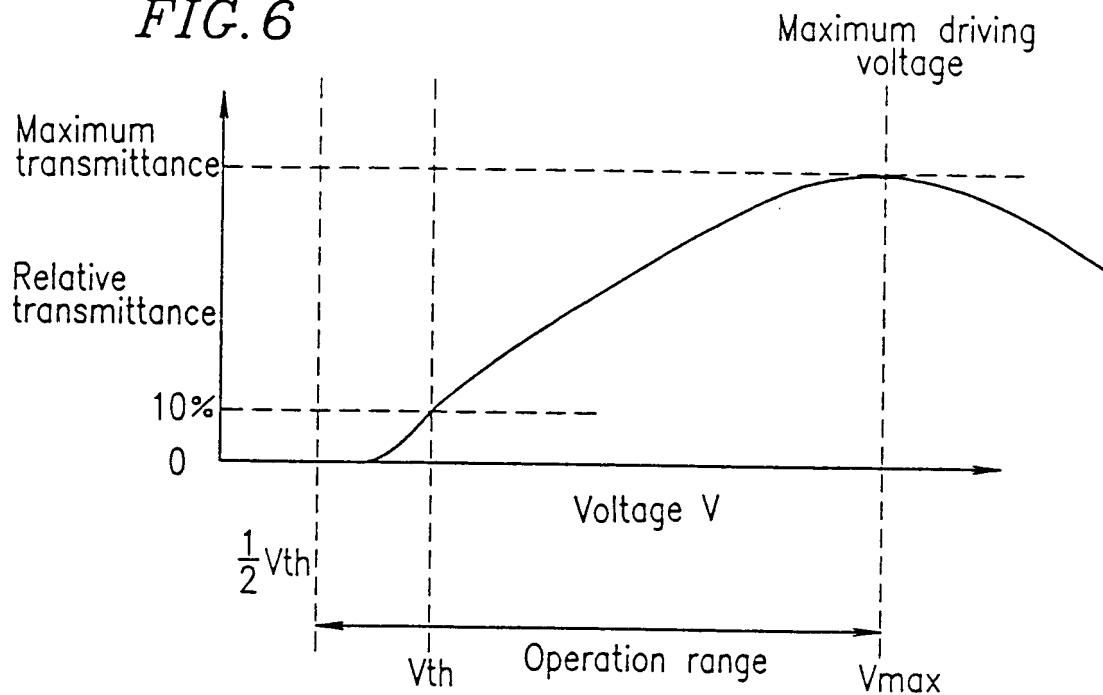


FIG. 7

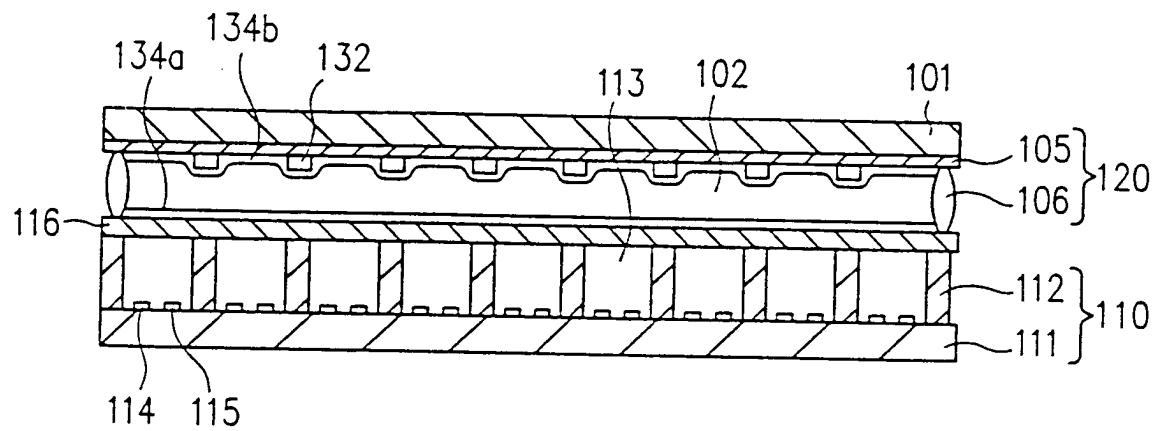
400

FIG. 8A

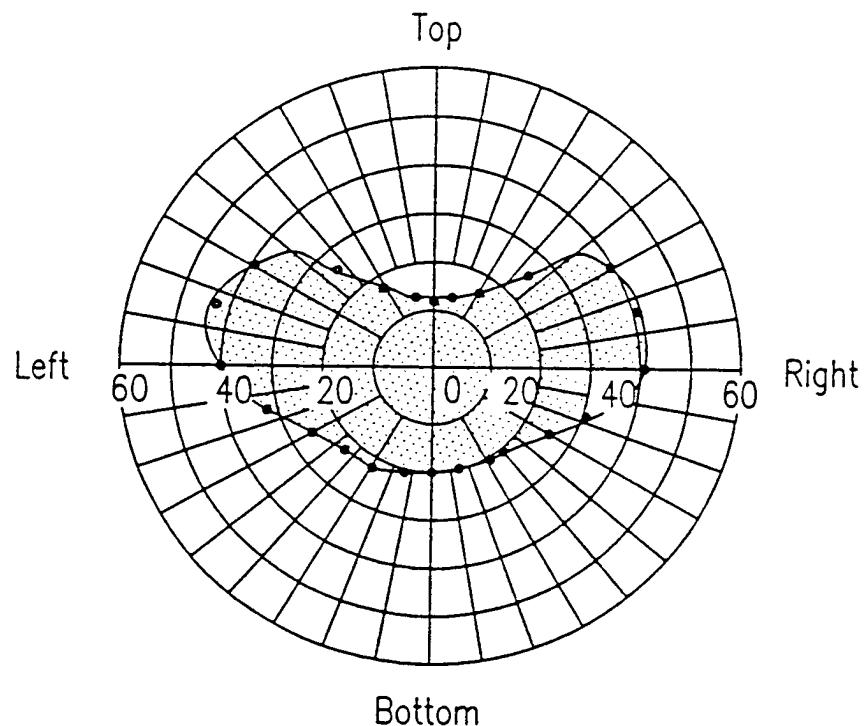
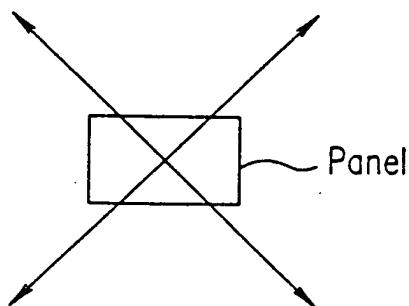


FIG. 8B



Directions of polarization axes
of polarizing plates

FIG. 9

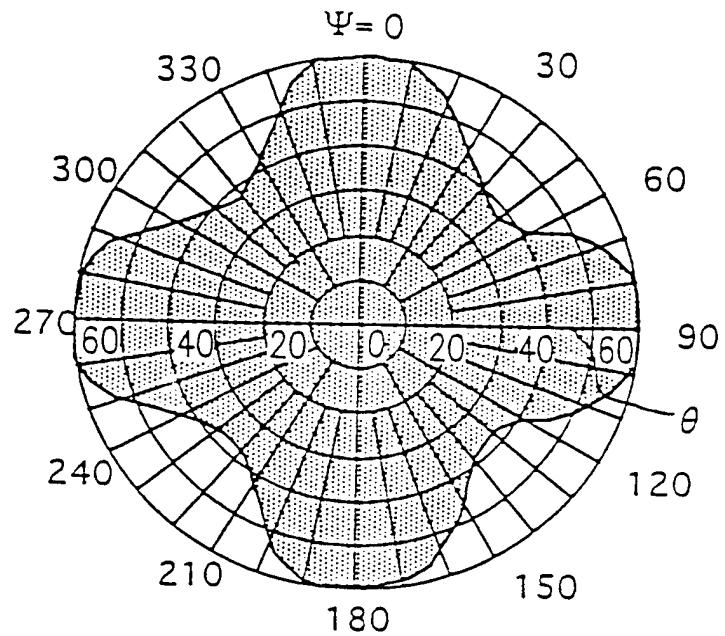


FIG. 10A

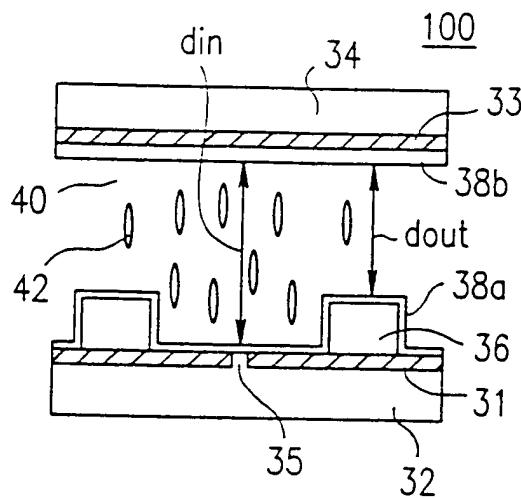


FIG. 10B

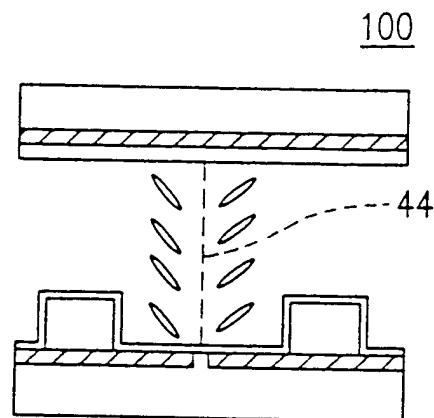


FIG. 10C

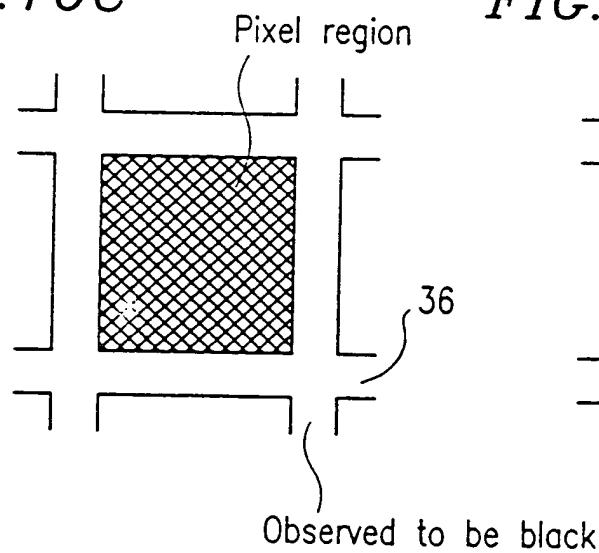


FIG. 10D

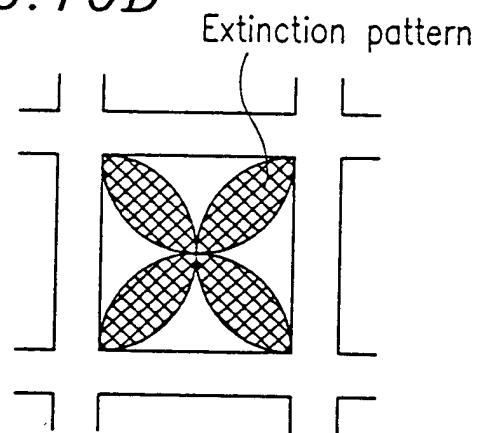


FIG. 11A

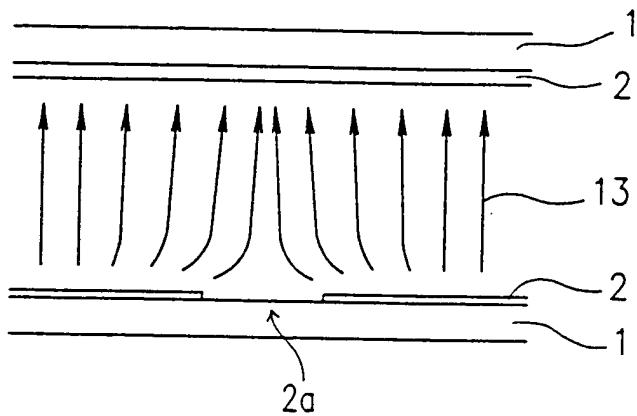


FIG. 11B

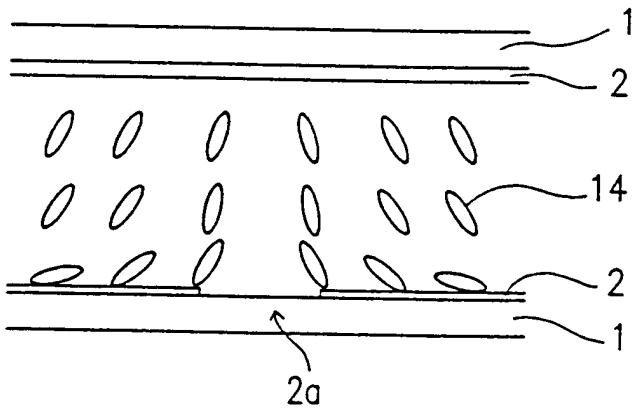


FIG. 12A

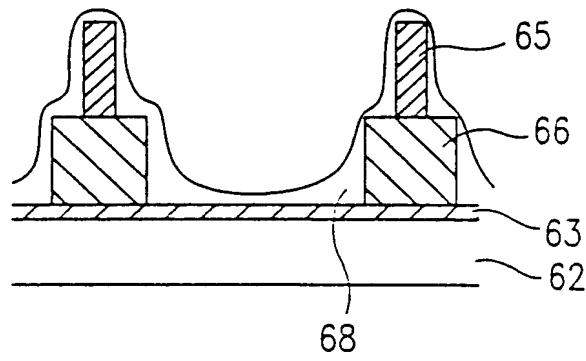


FIG. 12B

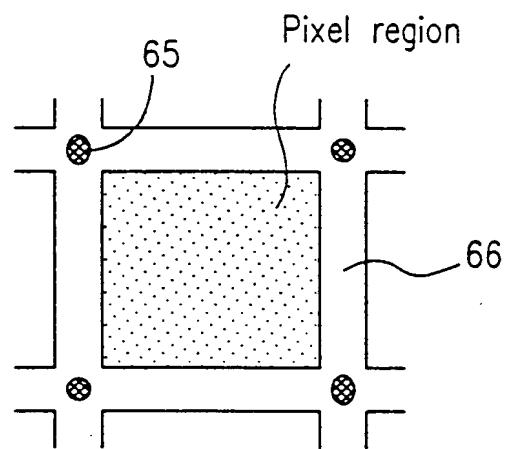


FIG. 13

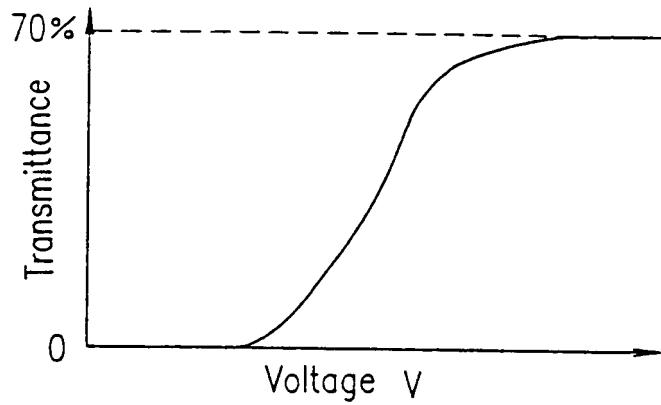


FIG. 14

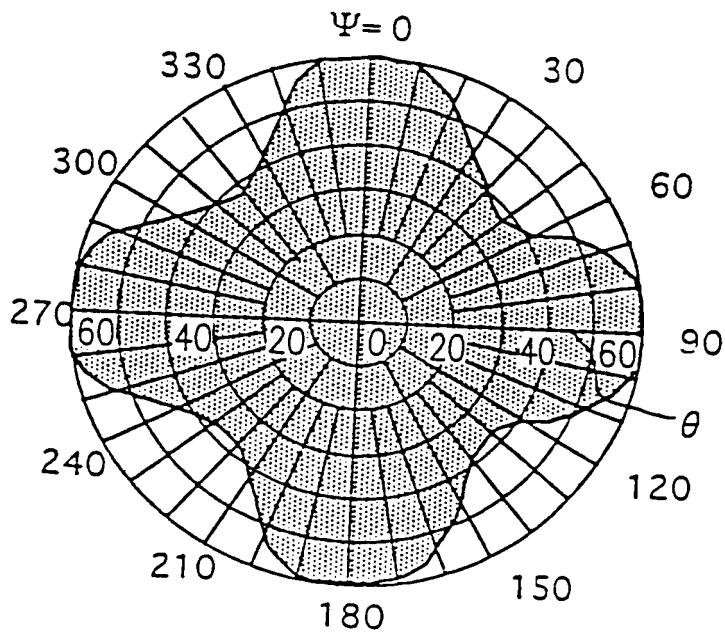


FIG. 15

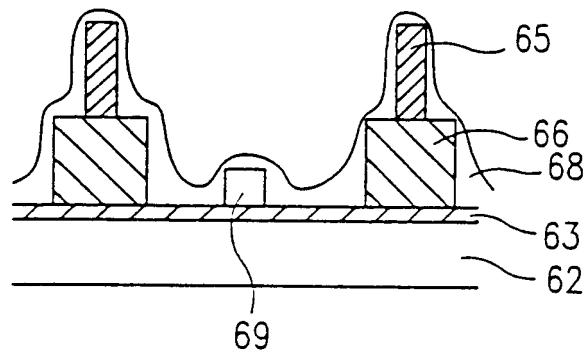


FIG. 16

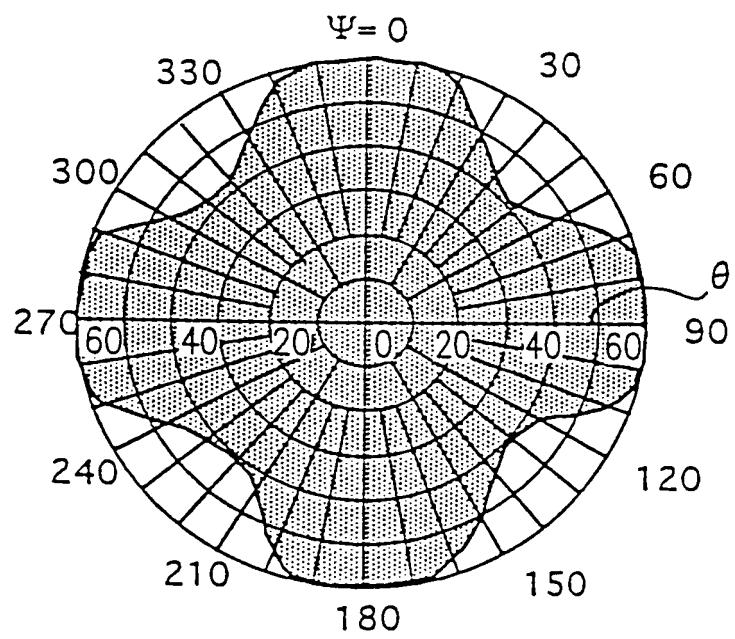


FIG. 17
200

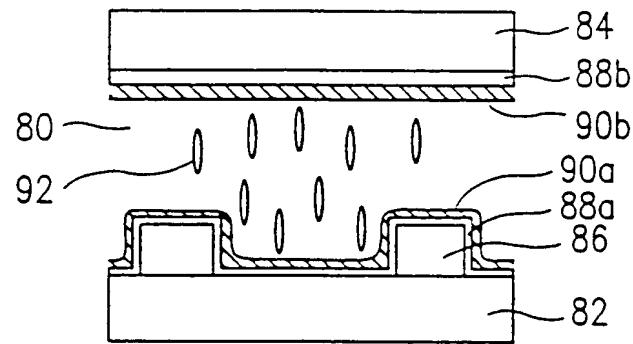


FIG. 18

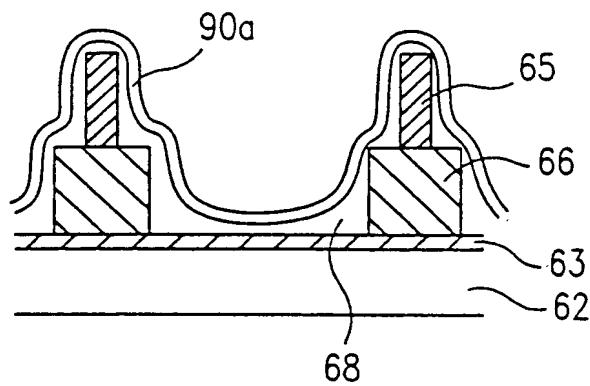


FIG. 19A

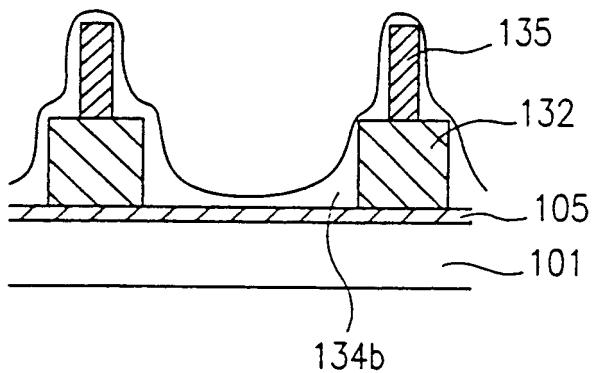
120

FIG. 19B

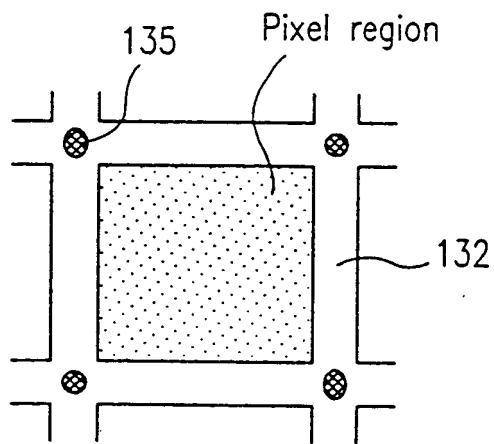


FIG. 20

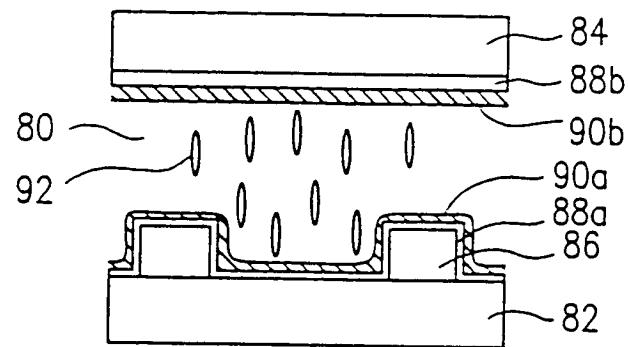
500

FIG. 21

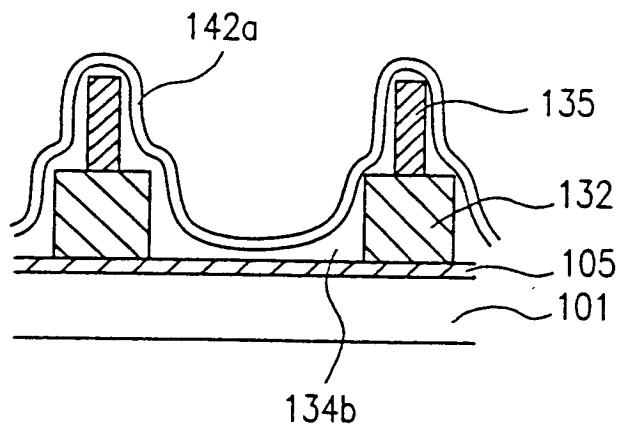


FIG. 22A

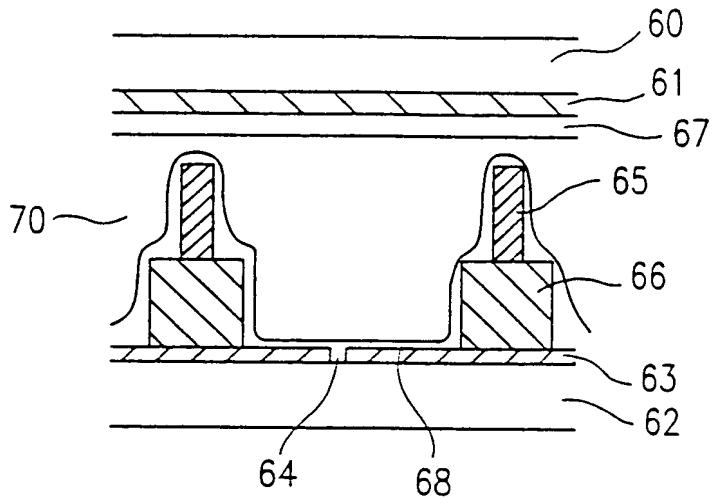


FIG. 22B

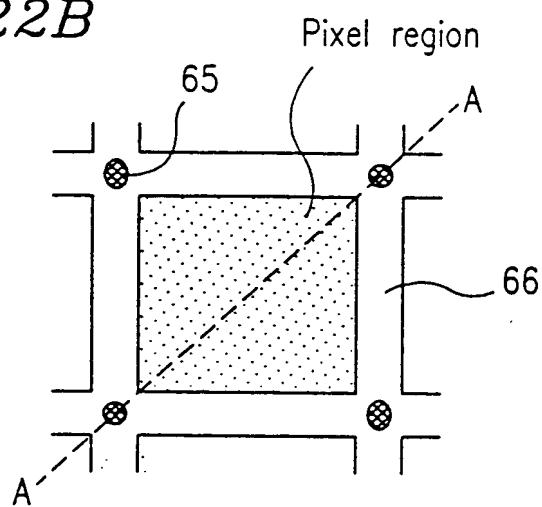


FIG. 23

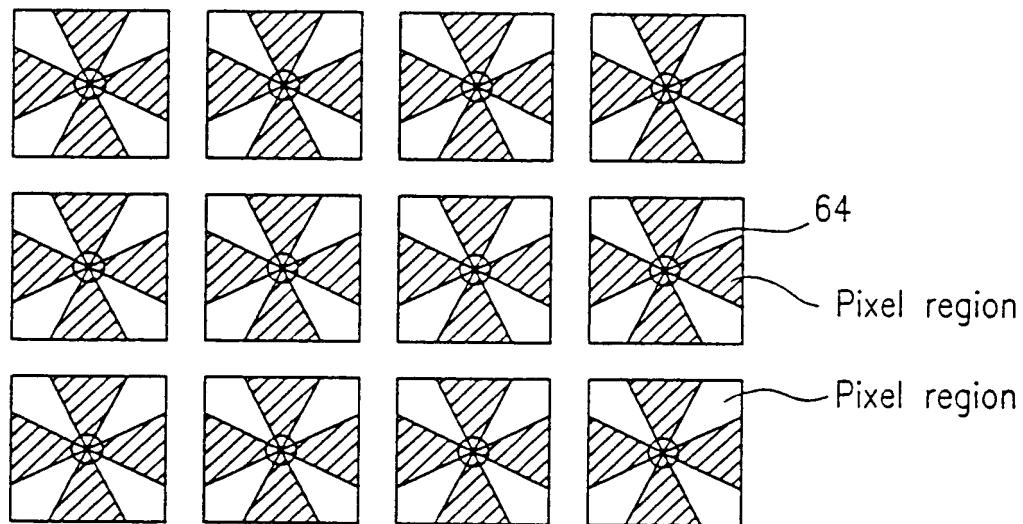


FIG. 24

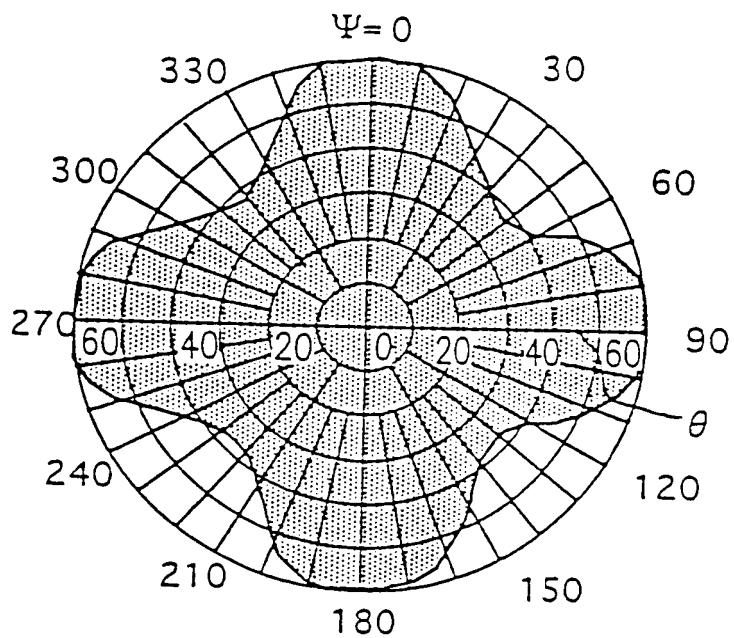


FIG. 25A

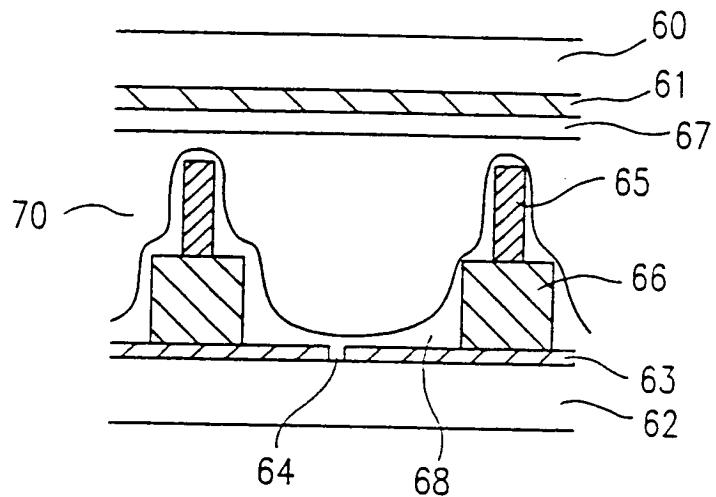


FIG. 25B

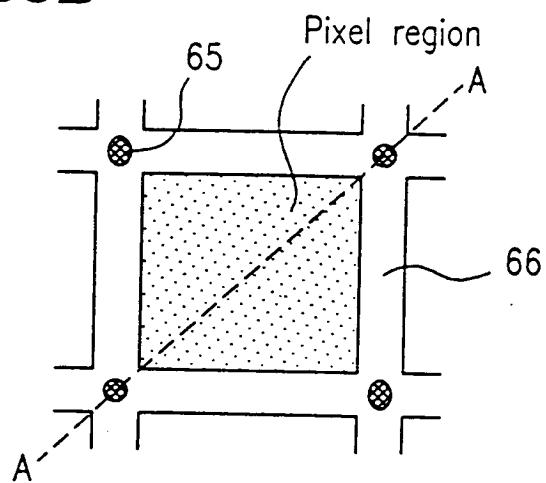


FIG. 26

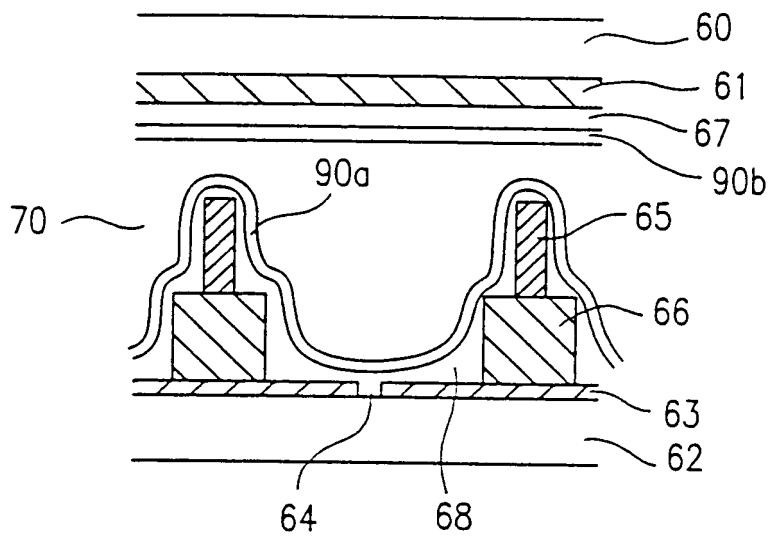


FIG. 27

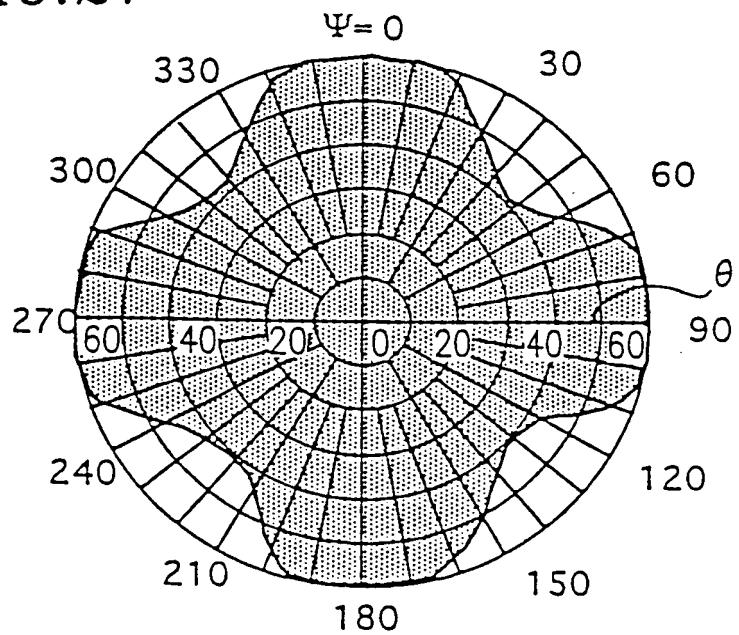


FIG. 28

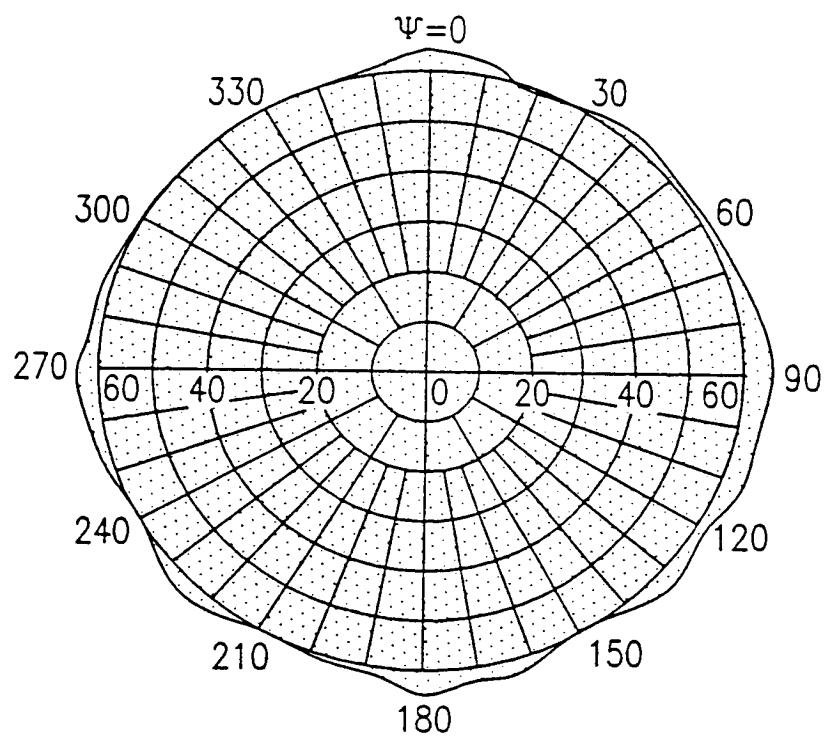


FIG. 29

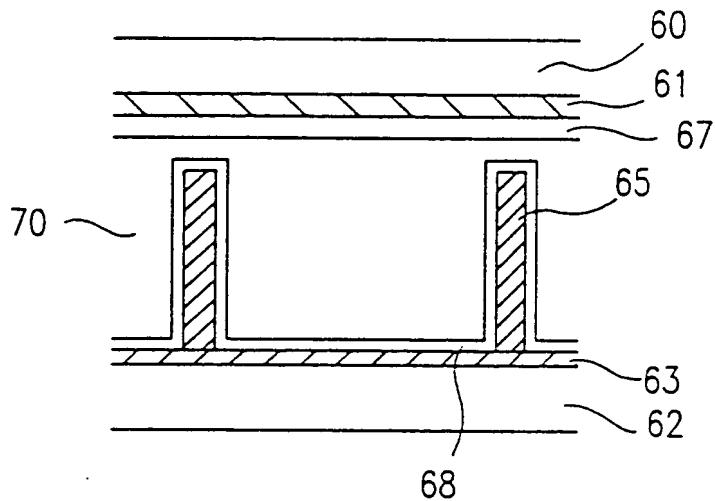


FIG. 30A

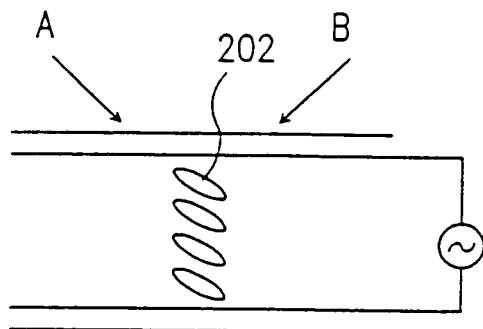
200*PRIOR ART*

FIG. 30B

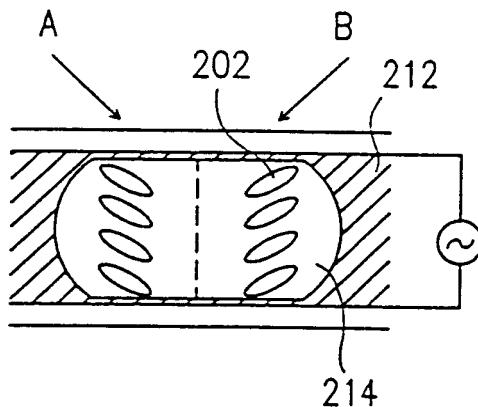
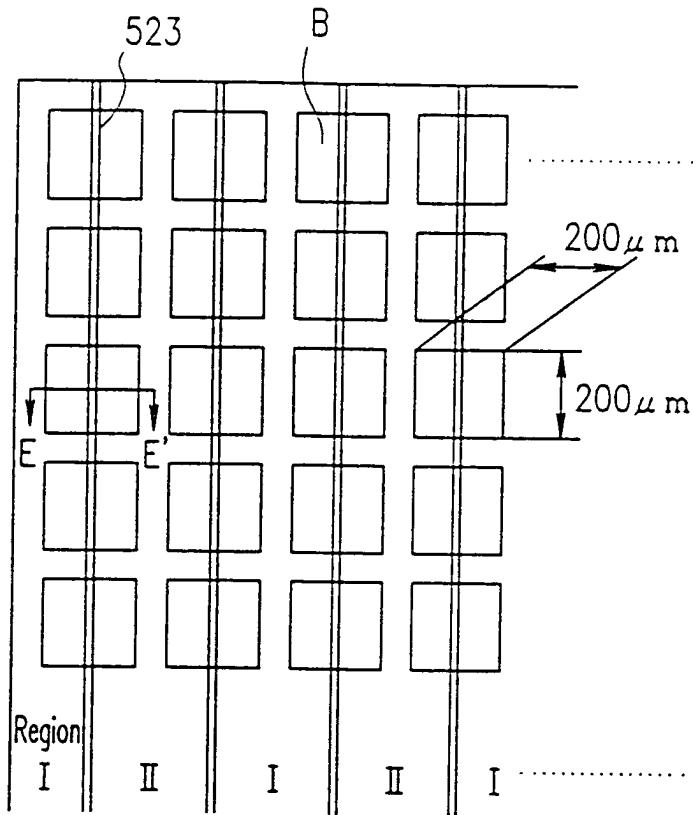
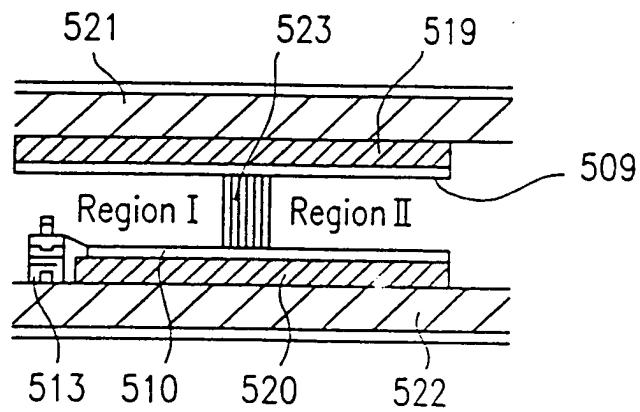
210*PRIOR ART*

FIG. 31



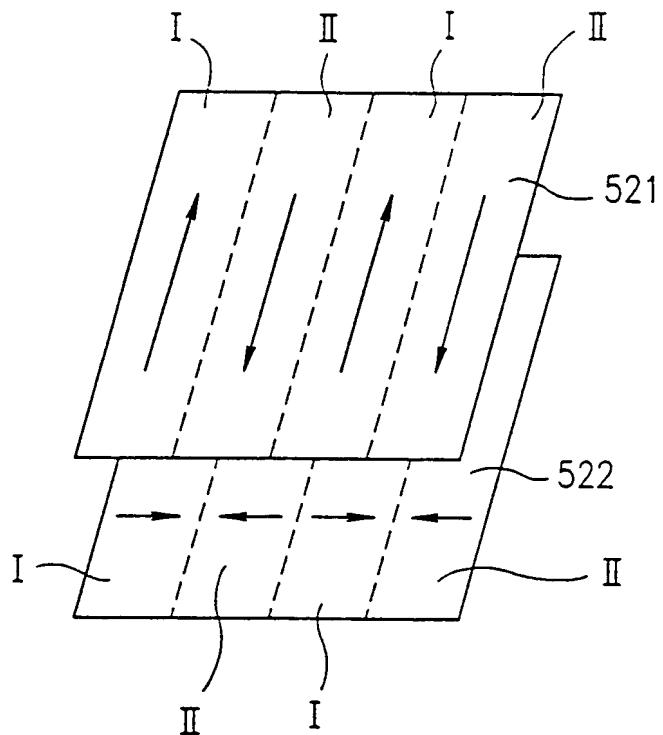
PRIOR ART

FIG. 32



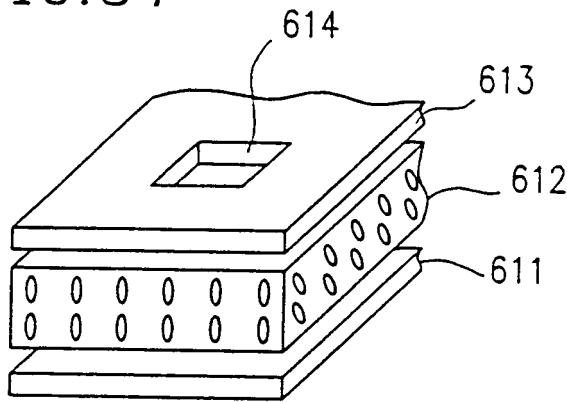
PRIOR ART

FIG. 33



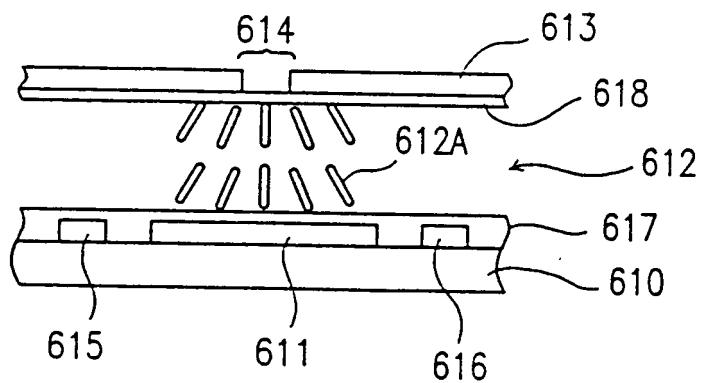
PRIOR ART

FIG. 34



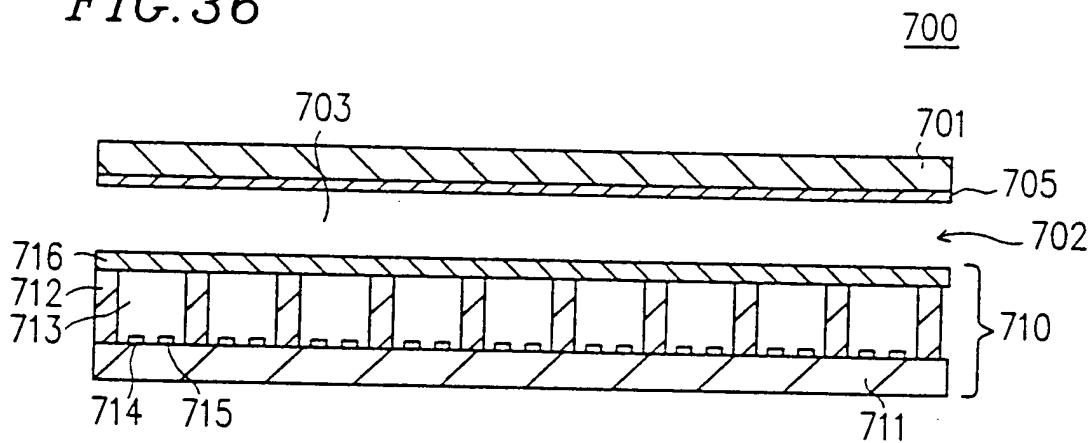
PRIOR ART

FIG. 35



PRIOR ART

FIG. 36



PRIOR ART

FIG. 37

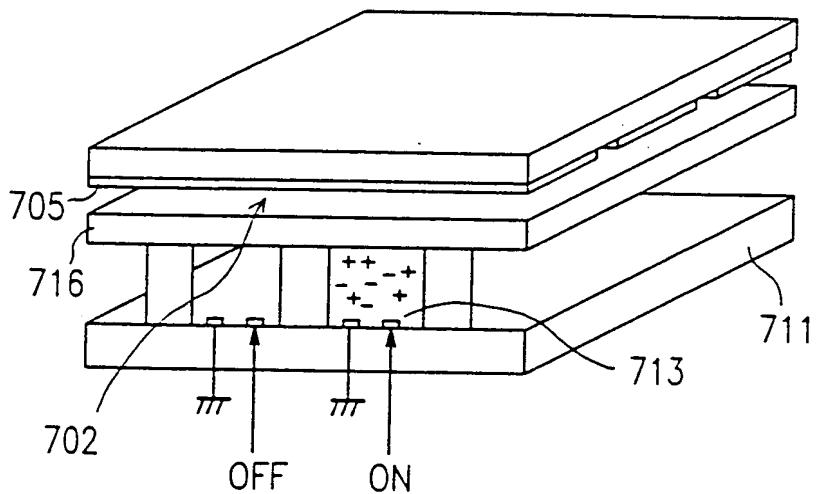
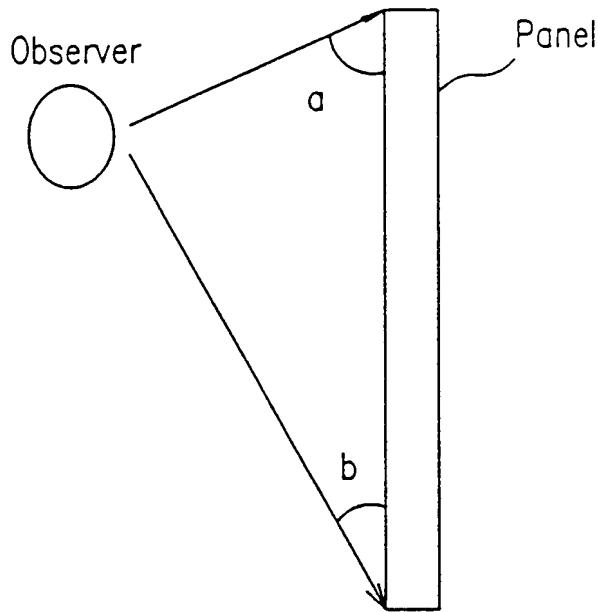
700*PRIOR ART*

FIG. 38



(In the case of a large panel, a viewing angle is greatly changed depending upon the position of an observer)

PRIOR ART